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FORM PTO-SB/08A/B LIST OF PATENTS AND PUBLICATIONS FOR APPLICANT'S INFORMATION DISCLOSURE STATEMENT	ATTY. DOCKET NO.: A2002004D	SERIAL NO.: 10/822,344
	APPLICANT: Michael Isner	
	FILING DATE: 04/12/2004	GROUP: 2628

U.S. PATENT DOCUMENTS

Exam Init.	Ref Des	Document No.	Date	Name	Class	Sub Class	FILING DATE If Appropriate

FOREIGN PATENT DOCUMENTS

		Country & Doc. No. (11)	Pub. Date (43)	Applicant (71)	Class	Sub Class	Translation Yes No	

OTHER ART

(Including Author, Title, Date, Pertinent Pages, Publications, Etc.)

WS			Monheit, Guy et al., "A Kinematic Model of the Human Spine and Torso", IEEE Computer Graphics & Applications, March 1991, pgs. 29-38.



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WS		4,797,836	1/10/1989	Witek et al.			
WS		6,798,415	9/28/2004	Lake et al.			

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WS			Animation Magazine, Visual EFX & Technology, "Thumbs Up for Janimation's Spy Kids 2 Effects, Aug. 15, 2002, 3 pages.
			Baerlocher, Paolo, "Inverse Kinematics Techniques For the Interactive Posture Control Of Articulated Figures", Thesis No. 2383, Ecole Polytechnique Federale de Lausanne, 2001, pgs. 1-156.
			Baerlocher, Paolo, et al., "Parametrization and range of motion of the ball-and-socket joint", Proc. of AVATARS' 2000 Conference, Nov. 2000, pgs. 180-190.
			Dam, Erik B., et al., "Quaternions, Interpolation and Animation", University of Copenhagen, Technical Report DIKU-TR-98/5, July 17, 1998, pgs. i-98.
			Granieri, J.P., et al., "Simulating Humans in VR", Proceedings of International 145 Conference On Application of Virtual Reality, Leeds, United Kingdom, June 1994, British Computer Society, 21 pgs.
			Hart, John C., et al., "Visualizing Quaternion Rotation", ACM Transactions on Graphics, 13(3), July 1994, pgs. 256-276.
			Huang, Zhiyong, et al., "Interactive Human Motion Control Using A Closed form of Direct and Inverse Dynamics", Proc. Pacific Graphics 1994, Beijing.
			Kim, Myoung-Jun et al., "A C ² -continuous B-spline Quaternion Curve Interpolating a Given Sequence of Solid Orientations", Computer Science Dept., KAIST, Korea, 1995, 16 pages.
			Lake, Robert et al., "Dynamic Motion Control of an Articulated Figure Using Quaternion Curves", Dept. of Computer Science, University of Alberta, Aug. 18, 1995, pgs. 1-11.
			Maciel, Anderson, et al., "Anatomy-Based Joint Models for Virtual Humans Skeletons", Proceedings of the Computer Animation 2002, 14 pages.
WS			Nedel, L.P., et al., "Modeling and Deformation of the Human Body Using an Anatomically-Based Approach", In Proceedings of Computer Animation '98, Philadelphia, PA, June 1998, pgs. 34-40.

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